

## ENVIRONMENT

# NEWSLETTER

Project Number: 2023-2-EL02-KA220-YOU-000181130



## What the project is about

GreenSIGNS supports Deaf and hard of hearing youth in building the **skills** needed **for green and sustainability-related opportunities**. The project equips youth workers and facilitators with inclusive training resources, combining employability competences with practical green knowledge.

**Key outputs** include a Capacity Building Programme, a competence framework, accessible learning materials, a Green Glossary with QR-code sign language cards, and an immersive VR game based on real-life green job scenarios. All resources are brought together in the **GreenSIGNS Platform**, where learners can follow courses and earn micro-credentials.

In this issue, we share highlights from the Transnational Training Mobility in Cyprus and the next steps towards the pilot testing phase.

*Read more on [greensigns.eu](https://greensigns.eu)*

## ● TRAINING MOBILITY IN CYPRUS

From **27 to 29 January 2026**, GreenSIGNS partners and invited youth workers met in **Cyprus** for a hands-on training hosted by Emphasys Centre. Participants explored the Capacity Building Programme and its competence framework, learned new green terms through the QR-code sign language cards, and took part in the alpha testing of the GreenSIGNS VR game and its accompanying activities. The session also included a guided tour of the GreenSIGNS Platform, showing how to enrol in courses and obtain micro-credentials.





## TRAINING HIGHLIGHTS & NEXT STEPS

The Cyprus mobility focused on turning GreenSIGNS results into practical tools for everyday youth work.

Partners presented the modules they developed, while participants tested activities, shared feedback, and discussed how to deliver inclusive learning experiences that **connect green skills with employability**.



Competence Framework & modules presented to support inclusive training on green and employability skills.



Green Glossary QR cards introduced to practise new environmental sign language terms through interactive games.



VR game and learning activities tested in alpha phase, together with the GreenSIGNS Platform and micro-credential pathway.



Participants explored the **GreenSIGNS Platform**, which hosts the full Capacity Building Programme. A step-by-step walkthrough showed how to access content, register for courses, complete learning pathways, and receive micro-credentials for each finished module.

## Next steps

### Launch the piloting phase

Five blended national workshops (15–20 hours each) will be delivered to youth workers. The training will be tailored to participants' skills and will include selected materials from the Capacity Building Programme, with a final assessment leading to micro-credentials. Participants will also explore the Guidelines for implementing the GreenSIGNS Programme and test the VR Simulations, providing feedback and recommendations for further improvement.

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